MADISON AREA ATARI USERS GROUP
NEWSLETTER

A word or two from the chair

Paul Schnetler

Another month has passed us by! Is everyone as busy as I seem to be?I have been typing my little fingers off lately, putting the printed newsletter articles we recieve from other groups into an electronic media (disk file). I hope you hardware fiends out there will be satisfied with the next two or three articles.I might as well stick to hardware projects and reviews for the 8-bit machines since there really hasn't been much else going on in the area of software.

ve any of you been using a particular piece of software that you would liketo demo for the group? Frankly, I am getting

a bit tired of giving software demo's to the group without knowing what interests youll How about some help here, some suggestions to go with? Many of the groups leaders are getting burned out by the seemingly high lack ofsupport we are or are not recieving from YOU...the group. Sure, there are some new faces popping up with ideas. But, we need more input from youlllA newsletter article, or software review. A software or hardware demo of sometype. Anything to let us know you are alive and kicking out therelll I realize it's summer, but this is when we need you the most.

Ok, anyone have any hardware or software they want to sell? PUT AN AD IN THE NEWSLETTER. I can't tell you how many members keep asking me to put them in contact with someone with stuff to sell. Or for that matter, there seems to be a couple of you that have things to sell and want to know if I know anyone who is interested...well, I can't remember all the stuff that flys past my ears on meeting nights. So just jot down your own classified, or personal ad and we will put it in the next newsletter.Well enough of this harping....I hope you enjoy the hardware project articles.Let me know if you have any problems.

By the way, I found a new job...Thanks to all of you who had leads and suggestions for me. Your help and support were greatly appreciated.

The July meeting will be held at the Lake Edge United Church of Christ, 4200 Buckeye road on Tuesday July 14th! See you therelll

130XE/800XL Battery Backup system

Shareware Hardware Plans, reprinted from HACE newsletter, March 1987

Pete HunterThis Battery Backup System is designed to work with the Atari 130XE, or800XL computer. If you are running a BBS on an expanded memory Atari, thiswill allow you to run the message bases in the Ram-Disk without fear of loosing them due to those little power "blips" and long outages. The little10 second power losses are the most frequent cause of heartache to a BBS sysop. Well, fear no more! This hardware project has been several monthsin the making and testing. I have been using it on my BBS (BBS:EXPRESS!) forabout 3 months now and the GREAT thing about it is you don't even have to open the case on your computer as it requires no alteration to your computer whatsoever.

At first I thought about offering it to ANTIC, or ANALOG for a hard-ware project but then decided to release it as a SHAREWARE type, hardware plan. As you already know, Shareware really isn't public domain material. If youuse these plans and they work for you, any donation you care to make will beappreciated and, might encourage me to design a battery backup for the MIOboard by ICD, which would certainly be cheaper than an UPS, transverter systemfor about $200.00 and up.Plans for Battery Backup areCopyright(c) 1986 by:Pete Hunter Auctioneers Inc.2760 W. WhitesideSpringfield, Mo. 65807 These plans can be built for about $25.00 from Radio Shack parts. The authoraccepts no responsibility for them due to

inability to control user designtechniques and workmanship.Send all inquires or donations to:Pete Hunter at the above address.

LETS GET STARTED...........
Power plug connection to computer,Pin Configuration 7. .6 3.   .1 5. .4 . 21. +5 volts2. shield3. ground4. +5 volts5. ground6. +5 volts7. groundIf you can't find a 7 pin DIN plug like the one on your Atari power supplyyou can get a 5 pin DIN plug from Radio Shack..#274-003 for the power plug.If you use the 5 pin plug be extra careful as it is the same plug that goesinto the monitor jack, I am sure you would have problems so paint the plugred or mark it somehow if you plan on using the 5 pin plug. (you could alsouse the plug from your original Atari power supply) Any of the terminals that are marked +5 or ground will power the computer.(you don't need all 3+5's and grounds) BE EXTRA CAREFUL WHEN CONNECTING THEM AND OBSERVE PROPERPOLARITY.NOTE: All part numbers given are Radio Shack part numbers. Other parts ofequal value may be substituted.

Parts List : T1..transformer..273-1515..18vct(2A)V1..regulator....276-1770..5v reg.Heat Sink for above..276-1367D1,D2,D3..276-11 0 1 . . 1 n 5 4 0 0 diodesR1,R2,R3..271-1301..10 ohm resistorsR4..271-012..100 ohm resistorR5..optional..see textIC1,C2..272-131..0.01uf capacitorsC3..272-1022..4700uf. 3 5 v c a p a c i t o r

C4,C5..271-135..0. capacitorsThis power supply can be assembled without a PC board by using a 5 lug terminal strip. Be extremely cautious as you will have 117 volts present.The 2, 117v wires on the transformer should be taped and insulated to prevent electrical shock hazzard. A PC board and plastic or metal case maybe used if desired. PRECAUTIONS Some electronic construction experience is MOST ESSENTIAL to build this project. DON'T EVEN attempt it if you don't have the qualifing experience. Get a friend or someone knowledgeable in this area to help. Most "HAM" Radio operators would be able to help.

GETTING STARTED:First wire the line cord to the 2, 117 power leads on the transformer andinsulate them by taping etc. You may want to put a 1/2 amp fast blow type fuseinline on the hot side of the power cord (brass plug stem) for protection. Youcan tell which side of the transformer to hook the 117vac line to because thelow voltage side has 3 wires coming from it and the 117vac side has 2 wires.Assemble the rest of the circuit as per the diagram. Look the circuit oververy carefully before starting and if it is in a text file on disk, I stronglyrecommend dumping it to the printer, or drawing it out on paper before startingthe assembly.If you use a metal case for y r power supply don't let the regulator or heatsink rest
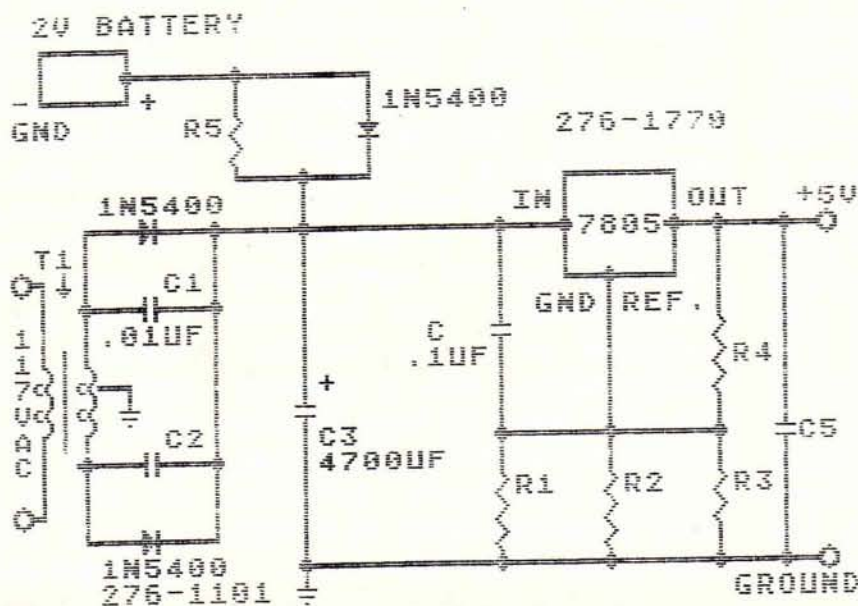
against it metal to metal. Some people like to bolt the heat sink to the case for extra cooling but it will cause a short with this particular type of regulator. If extra cooling is needed bolt it to a piece of scrap aluminium and keep it insulated from the case. A plastic case REALLY is better for this project. At the top of the diagram you will find D1 and R5.. This is the diode that allows the current to flow from the battery to the computer upon power failure. The resistor R5 is a bypass current limiting resistor to allow the power supply to charge the battery. You may or may not want the "charger" capability. If you use a motorcycle, or car battery you will probably want to charge it as small amount. A 140 to 150 ohm, 1/2 watt resistor will allow about 100 milli-ampere charge rate. A 700 ohm, 1/2 watt resistor would allow about a 20 milli-amp charge. In order to determine other charge rates and the proper combination of resistors I suggest you purchase an "Ohms Law Calculator" from Radio Shack for the small price of about 50 cents. It looks like a cardboard slide rule. In summation of the charging system: If you don't want to attempt to build it just delete "R5" from the circuit and charge the battery manually with a separate battery charger. You can insert a DC ammeter in series with R5 to determine the amount of current is actually going to the battery. (make sure it has a very low internal resistance) The diode D1 will only allow the current to flow in one direction which is from the battery to the computer. No current will be allowed to go "upstream" from the computer to the battery. If you use lantern type batteries, they are not design-ed to be charged so delete R5 from the circuit should you decide to use this type. I recommend a motorcycle, garden tractor, car battery or gel cells be used as these will keep the computer going for several hours. If you use gel cells be sure they are at least 5 amp hour batteries. A 12 volt battery IS NECESSARY even though we are only powering the computer with 5 volts. The 7805 regulator needs at least 3 volts above it's operating voltage to work properly. The 12 volt batteries are recommended as 8 volt batteries are harder to find. Anything other than 12 volts are not recommended as that is what I designed the circuit to work with. If you have trouble, questions, or suggestions please call me at my BBS in Springfield, MO. The Auctioneer BBS 417/887-4969...24 hours or, write to me at the address at the beginning of the text. Please feel free to share these plans with your friends, or other BBS'. They are intended for public distribution and may be shared or distributed freely. Good luck! Hope you enjoy the project! Sincerely, Pete Hunter Additions by Phil Bratton, 2-26-87. This battery Backup works just as Pete says it will. Absolutely no problems with "brownouts". The backup WILL run a little hotter than your original power supply, so either a case with a muffin fan or the use of a small fan is necessary to keep it cool. Also, I would suggest using a larger heat sink than is suggested in the text. Good luck and enjoy. Phil Bratton The Bit Bucket 713/776-3699

The freezer

Take control of your memeory!

By Bob Woolley

reprinted from the SLCC Journal Apr. 87

There is one upgrade that can be applied to an Atari XL/XE which is near anddear to my heart....extra memory(256K). Many programs that are OK when run from a disk drive come alive if you execute them from memory. The PaperClip spelling checker is a good example of this. If you have a 256K machine, the dictionarywill load completely into memory and will search a list of words instantly. There are also programs whose capacity is increased tremendously by the 256Kupgrade. (PaperClip, a word processor, will hold 112,000 characters vs. Atari-writer's 20,000 or so.)Great stuff, but.... a few complaints. How do you use a RAMdisk with a programor DOS that is not written for them? Also, when you turn off the power to a 256KD-ram memory chip, the data that is stored in it doesn't disappear in a few hundredths of a second as it did with the older and less efficient 16K and 64Kdevices. The operating system, which controls the power on and reset seences,only checks a few bytes of memory to determine if the power was just turned on (the locations would be garbage), or if you had hit the RESET key (the locationswould equal specific values). If, after powering off and then on (in order toreboot your system), those bytes have retained their data, the system may branchthrough a warm [reset] start, instead of taking the proper path through cold(power on) start. This forces you to allow enough time to elapse after power-down for those key addresses to loose their data. A repeat of power off/power onisn't going to help unless you wait the required interval (like 10 to 15 seconds...). This waiting around is very annoying - didn't you get this extra ram tosave time?So?? This is nothing new to those of you that have expanded systems. How do wefix it?Relief arrives as a small hardware modification that allows you to force a coldstart and boot the system with the [reset] key (which will normally produce awarm start and no-boot). With this circuit installed, you can re-boot your com-puter without turning off the power and loosing the data in the extended memorybanks. This means that you can install a ramdisk, load it with data and then re-bootthe system from the ramdisk. Using a menu created for this purpose, programsthat do not support a ramdisk - even a game, can be run - if you can force acoldstart without turning the power off. (Anyone want to write a menu for this?)Also, you could be operating with a ramdisk, boot a different program, run for awhile, and then re-boot the original program with the ramdisk memory intact. And, of course, you don't have to wait for the memory to blank out after you turnoff the power. (A war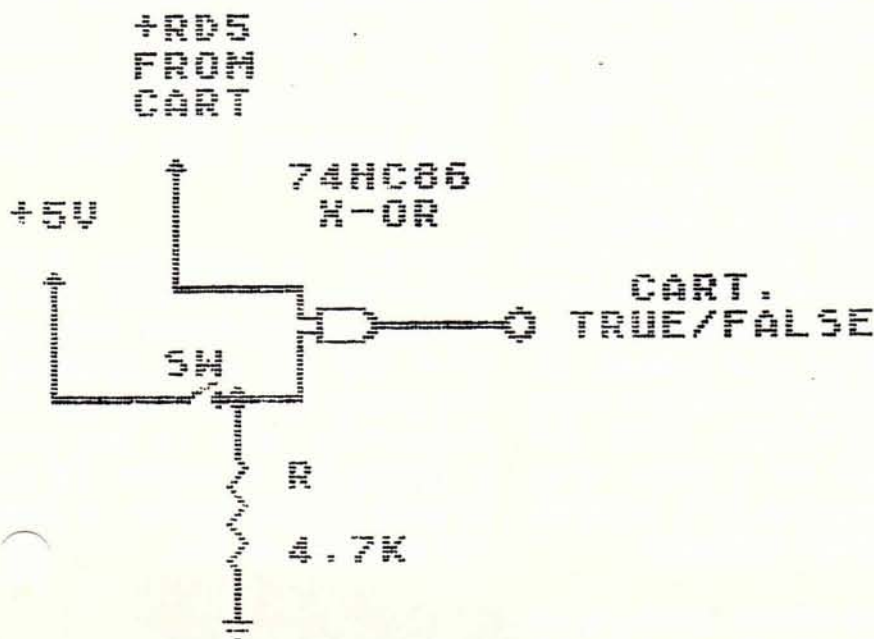m start is cooled down to a cold start any time you wish.... hence, the FREEZER.)This accomplished by making the computer think that you have changed the status of the cartridge, either removing one that you were using, or pluggingone in where you had not had one before. During [reset], the operating systemchecks the cartridge status since the last power on. If it sees that the statushas changed, it executes a cold start and reboots the computer. This upgrade allows you to change that status when you press the FREEZER switch (the one youwill add). This means that if you hold the FREEZER switch down, push [reset](and OPTION if you don't want BASIC), and wait until the screen goes black(off),you will get a ( ) start. If you hold the FREEZER switch down too long and thescreen restarts before you release it, you can just push [reset] alone to coldstart.Accidentally hitting the FREEZER switch while you are running will lock yourcomputer, but as long as it is not active when you [reset], it will not forced cold start. You may get one anyway if your program is designed to produceone, so mount the switch in a protected spot. A little practice will get you acold start every time.Installation requires some soldering and cutting, so don'ttry this if you havenot had any experience. Anyone who is willing to write a menu could probably getme to do their XL for them...(echoed by MAAUG chairman).You will need a 74HC86 [C, a small *continued on page 5*

push button switch and a 1/4 watt resistor between 1k and 30k ohms. Take your 1200xl, 800xl or 130xe apart and locate the GTIA chip (1200xl-U19:800xl-U17:130xe-U17)You will need to isolate pin 11 of the GTIA from the rest of the circuit bycutting the wiring on the printed circuit board. The 130XE reuires 2 cuts andan added wire since the pin is between two points that you would like to keepconnected. The normal circuit is: pin 14 (RD5) of cartridge - pin 8 of MMU - resistor to ground - pin 11 of GTIA. In that example, you could cut the wirigto pin 11 andnot remove any of the connection points from the circuit exceptpin 11. In the 130XE, pin 11 is between the cartridge and the MMU, so you haveto restore the wiring from cartridge to MMU after cutting out the pin.1200XL:cut the tra o to| the oad just to the between the cartridge and the chip(U17). Also cut the trace on

left of Q4. (MMU is U14)800XL:cut the trace just below pin 11 on the GTIA chip (U17) (MMU is U3)130XE: cut the trace on the top of the board just below pin 11 of the GTIA the bottom of the board right next to pin 20 of U17. Add a wire from the pad near the last cut you made (near pin 20 of the GTIAchip) to pin 8 of the MMU chip (U3). This added wire restores the circuitMMU.ALL MACHINES: The added circuit is 1/4 of a 74CH86, which is an exclusive ORcircuit. Wire pins 4,5,7,9,10,12, and 13 to ground. Connect pin 14 to +5v. Pin1 goes to pin 8 of the MMU and pin 3 to pin 11 of the GTIA. Connect a 1/4 wattresistor (1k-30k) from pin 2 to ground. Finally, mount the push button (normallyopen) switch on a clear area of your case, and wire one side to +5v and the other to pin 2 of the '86.That is all that is needed.

If you want to restore your machine to normal,solder a wire between pin 11 of GTIA and pin 8 of the MMU and remove the addedic and switch. Well, it looks like it will take you longer to read this whole thing than it will take to build it. Just take your time and ASK FOR HELP if you aren't sure.EDITORS NOTE: SEE ME IF YOU NEED ANY HELP! PFS. By the way, a 74LS86 IC shouldwork fine instead of the HC86 if you can't find the cmos chip.Please consider the consequences of attempting any hardware modification to yourAtari. The intent if the newsletter is NOT to entice you to destroy your machine...Ask for assistance if you are not experienced in electronic construction. TheMAAUG takes no responsibility for any damage or problems which might occur inthe event this mod was installed correctly or incorrectly


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+RD5
FROM
CART


+5V       74HC86
          X-OR

                      CART:
                   o  TRUE/FALSE
     SW

         R

         4.7K
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MIDI News by Dean Richard

This article is for those who have the ST, and are interested in professional MIDI software. A lot of new professional products have been promised for the ST, and some are finally starting to be delivered. Here's a brief summary of some of the new (and not quite so new) products:

Dr. T's Music Software is finally shipping it's 'Copyist' program. This program will allow you to create professional quality music scores from scratch, or from Dr. T's Keyboard Controlled Sequencer files. Laser printer drivers are included, and there is also a quad-density Epson driver that produces high quality results with Epson compatible printers. In other news the Keyboard Controlled Sequencer is now up to version 1.5, with better mouse interaction and some new auto-vary features. The Kawaii K-3, Yamaha TX-81Z, and Ensoniq ESQ-1 editors are now all available. It's obvious that Dr. T's is supporting the ST in a big way.

Sonus is finally beginning to ship their Masterpiece sequencer. It will be compatible with the Sonus Superscore scoring program (not yet available). Initial reports are that it's a nice looking program, though expensive at $450.

Hybrid Arts has been shipping their SMPTE track MIDI sequencer for awhile, though early versions didn't have the graphic sequence editing features. I believe the versions now being shipped do include these features. The ADAP sampling system is still being promised any day, but is not yet shipping.

Steinberg Research has announced several new pro MIDI products for the ST, but I can't verify that all are available. Their PRO 24 Sequencer has been available for some time, and now they have also announced DX-7 and FB-01 editors, as well as sample VES's (visual editing systems) for Ensoniq Mirage, E-Max, Prophet 2000, and Akai S900 samplers.

Aegix announced their editor for Yamaha DX-7 and four operator synths. I haven't seen them, but others who have say they are a bargain at $59.

Digidesign, one of the BIG, BIG developers of Macintosh sample VES's, is announcing that is making it's Softsynth program available for the ST. This product will allow you to create samples by manipulating envelopes and overtone structures in software and allow you to download these as sounds to your sampler. ST owners should herald the entry of Digidesign into ST development as a major step in legitimizing the ST's claim as a major music computer.

MIDImouse Music announced their Fast Tracks ST sequencer. They also have announced an Oberheim Matrix 12 librarian, but no other info is available.

Quiet Lion announced their new Mu-Script II scoring program several months ago for the ST. It is not known if this is now available.

In addition, there are two other semi-professional sequencers released recently. One is called Superconductor, from Michtron, and initial reports are that it's very good in it's price range. There is also a new product called Final Cut from Legend Software Systems. Of the two, Superconductor seems to offer the most professional features for the money.

Music Service Software (this author's very own MIDI software company) also has two MIDI products available. The Data Dumpstor ST is a universal patch librarian that lists for $89.95, and the TR707 Dumpstor is a data storage program for Roland TR707/727 drum machines that sells for $64.95.

There it is, the new MIDI software list. It's very impressive, and proves that the ST is THE new music computer. The music software for the ST is powerful, easy to use, and is coming out in hordes. I'll try to write future articles to keep you informed on this.

The Bargain Rack Reviews by Brad A. Utschig

This month I will present to you two more items from Electronic Arts' Certified GOLD software collection, Financial Cookbook and Movie Maker. Both of these can be purchased from Software Discounters of America for $9.88 each.

Financial CookBook

This interesting piece of applications software is just the thing if you are contemplating a purchase that may require you to take out a mortgage. Or, if you are considering making an investment and desire to know what the possible earnings might be. FINANCIAL COOKBOOK (FC) is essentially a calculator that does all of the work in determining most of the money matters that you might be possibly concerned with. Instead of providing a traditional review of this piece of software, FC has 32 recipes that I will list for you. It is really difficult to review as it computes what it says, gives you an option of printing the results or saving the results, or allows you to return to the index of recipes.

The recipes are as follows: 1. Understanding Marginal Tax Rates 2. Single Savings Deposits 3. Monthly Savings Deposits 4. Deposit Needed for Future Purchase 5. Monthly Deposit for Future Purchase 6. Living on Your Savings 7. Making Your Savings Last Forever 8. Earning Interest on Treasury Bill 9. Earning With Long Term Investments 10. Finding Equivalent Interest Rates 11. A Single Payment's Present Value 12. Monthly Payments' Present Value 13. Saving Money With IRAs 14. An IRAs Future Value 15. Living from an IRA 16. Early Withdrawals from an IRA 17. How Much Life Insrance You Need 18. Mortgage Schedule, Yearly 19. Mortgage Schedule, Monthly 20. Variable Rate and Payment Mortgages 21. Variable Rate, Fixed Payment Loans 22. Interest Only Second Mortgages 23. Mortgages with Balloons 24. A Loan's Interest Rate 25. Refinancing Your Home 26. Retiring Your Mortgage Early 27. Buying or Renting a Home 28. Energy Saving Devices 29. Owning Your Car 30. Fixing Your Car 31. Buying Your Car 32. Leasing Your Car. Whew! That's all there is. Yes, that is all of the things that your FINANCIAL COOKBOOK can conjure up for you. If you want to figure any of the above items, FC does it without any fuss. Of course, if you do not know what any of the items are, FC does provide a short profile on the chosen item. If you do not have any need in determining any of the above items, don't bother. Instead, have your banker or broker figure it out. I am sure that it will be much cheaper that way.

Movie Maker

Have you ever wanted to create high-quality animated graphics with your Atari computer? What's that? You say that you are not an artist and do not know the first thing about animation!? Well, have no fear, MOVIE MAKER (MM) is here! MM is extremely helpful and you do not have to know the first thing about animated graphics. MM helps you do all of the work by computerizing all of the work animators do by hand. As far as I know, MM is the most powerful animator available for the Atari 8-bit computer line (Author's Note: If anyone knows of a more powerful graphic animator, please let me know.) In order to illustrate (no pun intended) my point, I will give you a brief overview of MM's capabilities. MM comes complete with utilities to draw shapes, combine them into sequences, save these sequences to form animated pictures, add sound, and play back the final product at different speeds. MM allows you to create tracks of no more than 300 frames each, combine up to 6 tracks in an individual animated sequence, and mix text with graphics. If you get really ambitious, you can even chain the sequences for automatic computer playback or even use a VCR to combine them into full-length productions. To begin your production, you, as a producer, are given a studio which includes a stage manager, an art department, a soundman, a director, and a cameraman. MM provides you with four studio areas in which to utilize your crew, a composing room, recording room, cutting room, and a screening room. MM utilizes helpful menus and easily remembered commands to assist you in any of these four studio areas. The

composing room is where you create background scenery and characters. Your art department allows you to utilize many of the features found in a typical drawing program: from drawing borders to zooming in to see close-up sections of your work. In addition to drawing shapes, MM comes complete with a vast library of different shapes and backgrounds. Also in the composing room is your director, giving you control of the action, sequence, or even how far a character can jump. Lastly, your cameraman is available to provide you with control of the frame rate, the quickness of a character, or of the sequences' cycle loop.

In the recording room, you work on creating animation from the shapes and backgrounds created in the composing room. Here you use the same crew as before plus the soundman. Your director has almost an identical set of commands as before and is allowed to create up to nine separate sequences. Your cameraman has the same set of commands as before plus a few additional ones: controlling the frame rate, loop number, etc. as well as the ability to jump between frames. Your art department simply allows you to change colors. And, your additional crewman, your soundman, provides you with control of noise, voices, and quiet. The next studio is the cutting room, where you add the finishing touches to smooth out your sequences. Here your stage manager assists you in the necessary duties to effectively edit a sequence. Also, you can add or delete various portions of

text in your file. Your last stop in the production process is you screening room. In this studio, your cameraman still has the ability to affect the movie's speed of playback by varying the frame rate. Once all is taken care of, your director finishes by providing final control of starting, stopping, and saving the movie to disk. As you can see, MM provides you with extensive control of movie creation. The only drawback of this software is that you cannot create long sequences, however, this is not really the fault of the program but a limitation of the computer's memory. Other than that, MM has a well written manual, with extremely helpful tutorials, and a great price. MM consists of two double-sided disks, which include hundreds of built-in pictures: a music and sound effects library: uncompleted animated birthday, Halloween, and Christmas cards; and 6 ready-made movies. If you want to experiment with animation, this is the right sotware at the right price.

Next month I will present two more items from Electronic Arts. If there is any particular software that you would like to see reviewed in this column, please let me know. As always, your comments, suggestions, or questions are more than welcome. Please leave a message on MAAUG's BBS (608-244-5642) or talk to me at one of the monthly meetings. See you next month!
-Brad

Monitor Master

Being one of the many ST users who owns both a color and monochrome monitor, I am constantly having to remove and connect cables from the back of my machine because the program I wish to use will not work with the monitor I currently have connected. What a pain! But not anymore!

MONITOR MASTER is a device which you connect to the monitor output jack of your 520 or 1040ST. It is a small box (4 1/2 inches wide, 1 1/2 inches tall, 3 inches deep), the same color as the ST, which has a push button switch, four output jacks and a co... 's to connect to the ST. To install the MONITOR MASTER all that needs to be done is first, turn off your ST and remove the monitor cable from the ST's monitor jack, then, plug the MONITOR MASTER cable in it's place. Finally, connect both the color and monochrome monitor cables in the back of MONITOR MASTER. You may now re-boot your machine and it's business as usual until you find a need to switch to monochrome from color or vice-versa. With the MONITOR MASTER now installed all you need to do is press a button. The computer will then reboot the system with your alternate monitor active. (Note: the rebooting process when changing monitors is a limitation of the ST itself and not the MONITOR MASTER.) This

process has already made my life as a programmer much easier since I must constantly make changes to my programs and ensure that they work in all resolutions! It is also my guess that many of you who have purchased one of the several ST workstation housings available could benefit from this device after I have seen what changing from one monitor to another entails!

In my opinion if this were all the device did I would still be pleased, but guess what folks... there's more! In addition to the above, MONITOR MASTER has two additional outputs, VIDEO and AUDIO. VIDEO provides composite video output for those of you fortunate people who have a 520 or 1040ST with an RF modulator. The AUDIO jack lets you connect your ST to the input of your stereo amplifier, the sound will not be in stereo but it should be an improvement over the internal monitor speaker. All in all, I'm pleased with this device. I've not had problems attributable to the MONITOR MASTER. It's a solid and dependable device. Considering the prices of many other hardware attachments for the ST who's dependability is questionable and price is Astronomical, I think that the manufacturer, "Practical Solutions", should be commended for their pricing of this item! ($49.99 suggested retail). Practical Solutions, Inc., 1930 E. Grant Rd., Tucson, Arizona 85719.

The Editors Desktop

By John Thompson

I'm sure you've noticed the bigger size of the newsletter this month, thanks to those who contributed articles in addition to what we officers put in every month.

Now that IBM emulators are coming out, should we support IBM equipment at the meetings?
with Ataris PC clone, and its "still working on it" emulator box for the ST, Advante Gardes PC-Ditto, there is emulation for sure.

Antic Magazine, when reporting on the new Atari releases said that they would not support the PC clone, as there were enough PC and PC clone magazines out there already.
I couldnt agree more, lets keep IBM in their own users groups.
Of course, I'm not above seeing a demonstration of the emulators. several members have PC Ditto "on order" and are pretty excited about it.

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Being the Editor certainly has its fun points, like picking out the cover color.

for example-some of the colors avaible are Gamma Green, Salmon, Entry Red, and Orbit Orange...decisions decisions!

*   *   *

Now that you've heard the plea for putting the equipment you want to buy or sell in a classified ad from the chairman himself, let me tell you what else that was decided on-Classified ads are FREE! (within reason of course)
Thats right, non-commercial classified ads are free, if they are within a reasonable size.
for example, you could put in 5 or 6 line ad (about the size of the first paragraph in this article) advertiseing your wares or wants for free, but if you wanted to put in a quarter page ad, you'd pay $5.00 for it.
Why free? honestly, how many of you would pay even 1 or 2 bucks for a 5 line ad?
sure, if we we were in financial straits, we might charge, but as it is, we think we give you a pretty good bargain letting you post a classified ad FREE!